



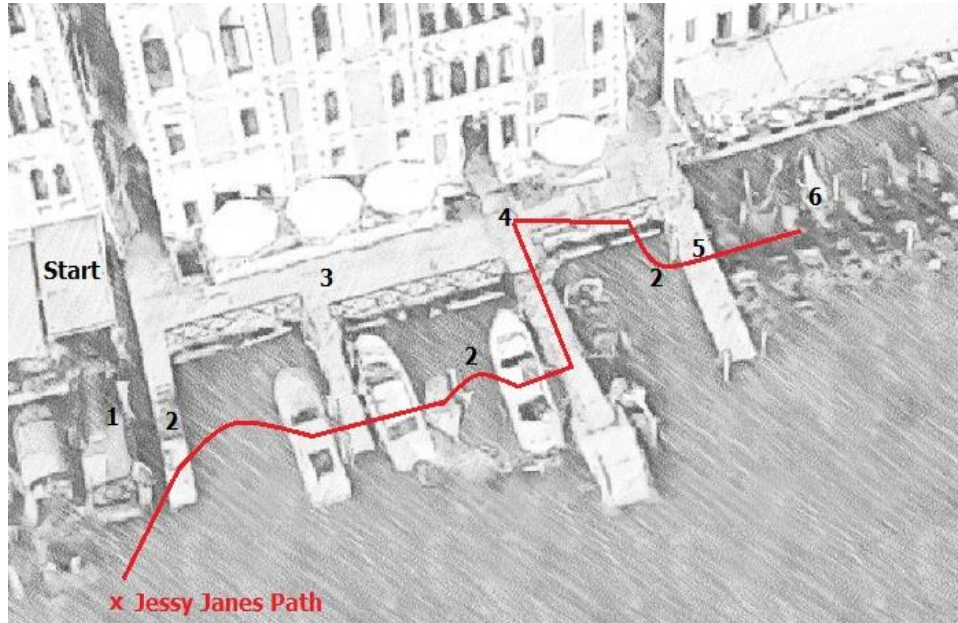
OP13 - PURSUIT OF JESSY JANE
An Adventure in Filbar™

All you wanted to do was to sip your beverage and enjoy a peaceful time at the Riverside Café but no...the wanted criminal Jessy Jane just had to spoil it!

A scenario for one 4th level PC and a DM

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OP13 - Pursuit of Jessy Jane



Player's Info: You enjoy a peaceful morning and a cup of Etharia Tea at the Riverside Café. The river is filled with boats at this time of day as the normal folk go about their business. You take another sip and your peace is disturbed by some yelling. A lithe female is jumping from boat to boat in an attempt to evade the guards. You recognize her from the wanted posters, Jessy Jane!

DM Info: This short scenario was designed for a 4th level PC and DM and is set in any urban environment supporting a river. The PC is assumed to recognize the fleeing fugitive and know of a reward for her capture. Jessy is fleeing from the guards and is protected by an amulet against normal missiles and partial magic resistance until the final confrontation. Her path is listed on the map and the PC will have to give chase!

While sitting at the café the PC will have to crawl out of the separate area (off map) and get to area #1 in order to give chase. Jessy is quite nimble and should always be ahead of the PC, dodging through the crowd until area #6 where she will be trapped. The PC can follow her trail or dodge citizens along the piers. Colorful canopies will cause flying PCs issues with sight and pursuit. The docks will be crowded and the entire environment should be noisy and chaotic. During combat, critical hits (20) will have a 50% chance of knocking an opponent into the water but a critical failure (1) will have the same change for the PC.

- 1. Damn Armor** – The PC will spring into action and watch as the criminal hops across the river on unsuspecting boats. A quick scan of the area will reveal that the PC will need to skip over a short fence (DC10 Dex or fall flat), then onto a boat then to a pier. Once on the boat the PC will knock over a trunk containing Animated Armor that will need to be defeated before they can pass! **Animated Armor** AC18 HP33 D+4 1d6 +2 (slam) +2/+0/+1/-5/-4/-5 50gp gem. Once past this foe, the PC can easily jump to the dock and try another jump or go down the pier. The PC can keep the gem.
- 2. Jumps** – There are three spots a PC may opt to jump to give chase over the agile Jessy. Each jump involves a DC check against Dexterity. The first jump is the most difficult and is a DC16, while the other two are DC14 and DC12 respectively. A failure indicates the PC going into the water.
- 3. Butting Heads** – As the PC runs down the dock they will be dodging merchants and citizens alike. Yelling and screaming will be constant but as the PC reaches this area the crowd will have parted and a Giant Ram will have broken free from its bounds and overturned carts. The PC will have defeat/kill the creature to pass. If they kill it the merchant will want 20gp. **Giant Goat** AC11 HP519 D+5 2d4 +3 (horns) & DC13 vs. Strength or knocked prone +3/+0/+3/-4/-2/-3 No treasure
- 4. Associates** – Jessy will be hopping and dodging but yell to a pair of ruffians telling “Cain and Able” to stop the PC as she spots the fresh pursuit of the adventurer. The crowd will scatter as a ragged bandit and his ½ Ogre companion block the path shaking their heads. **Cain** AC12 HP5 D+3 1d6 +1 (scimitar) or -0/+1/+1/-0/-0/-0 23gp. **Able** AC12 HP30 D+5 2d8 +3 (battle ax) +3/+0/+2/-2/-1/-0 33gp & Potion of Extra Healing (2d8 +4)
- 5. Squishy Danger** – As Jessy jumps and grabs a rope she rolls into an old building and dumps a catch of the day on the docks here. Included in the fishing haul is a Giant Octopus and must be defeated in order to continue the chase. If it is defeated, the PC will find a silver key dropped by Jessy in her haste to escape. **Giant Octopus** AC11 HP50 D+5 2d6 +3 (tentacles) & DC16 vs. Grappled +3/+1/+1/-3/-0/-3
- 6. Jessy Jane** – The PC will rush into the building only to find the criminal fiddling with a secured lock. If the PCs have the silver key from #5 she will immediately demand it returned to her. Yelling outside the building will indicate that the guards are closing in and failure to deliver the key will start melee. If it takes longer than five rounds to subdue the criminal the guards will arrive and she will surrender immediately. **Jessy** AC15 HP52 D+5 1d10 +3 (glave) +3/+2/+1/-1/-0/-1 Amulet Protection against normal missiles (18hp left) and magic (1 charge left) and 400gp in jewelry.

If captured or killed, Jessy is worth 300gp in reward money, but only half if the guards had to arrive first. The PC can keep the amulet but the jewelry is stolen and will be returned to the rightful owner. If the PC falls into the river more than twice the scenario would be over as Jessy would have retrieved her dropped key and escaped out the back door. Experience can be given for the encounters as: 200/50-25-10/125/300/200/450 respectively. If the PC returns to the Riverside Café afterwards they will be given free Etharia Tea for a week as a reward!